

WOLVERINE/BUCKEYE LEAGUE YOUTH FOOTBALL PROGRAM

Purpose: This league and each individual program are to strive to teach the game of football to these children. If our kids aren't learning and having fun, we as a group are not doing our job as the leaders of this program. We all know that football is a rough and physical sport which takes a lot of hard work, but we must keep in mind that these are just 9-12 year old kids that we are trying to help. Winning and losing is a small priority. They will have many years ahead of them to worry about wins and losses. If we prepare them the proper way, there will be no losers.

Organization: Each team shall have 2 voting representatives at all league meetings. Those representatives shall have a vote on all matters of league operations. In the event of a tie vote, the commissioner will cast the tie breaking vote.

In the event of a grievance, the commissioner must be notified by the parties involved within 24 hours. Upon full investigation of the incident, the commissioner will either render a decision or call a meeting of the coach's board to present the problem and seek a fair settlement.

At the end of the season, the coach's board will meet to review the rules and make policy changes. The commissioner shall report a state of the league review. Any changes in league officers will be made at this meeting.

General Rules:

- 1) Safety of the kids is always a first priority
- 2) Every effort will be made to ensure all kids play at least 50% of each game
- 3) Each team coach is responsible for ethical play
- 4) No one on sidelines except coaches, players, and officials
- 5) No swearing will be tolerated by players or coaches
- 6) Flagrant fouls to injure others will not be tolerated
- 7) Using the helmet as a weapon will not be tolerated

Rules 5, 6, and 7 shall be an immediate ejection and will lead to an incident Review by the league coach's board.

5th Grade Specifics:

- 1) No score is kept.
- 2) Each team will run 12 offensive and 12 defensive plays per quarter.
- 3) The ball will be started on your own 35 yard line.
- 4) In case of a turnover (downs, fumbles, etc), the offensive team will regain possession back on the 35 yard line.
 - a) If the turnover is a fumble or interception, the play continues until the referee blows the whistle. Finish the play.
- 5) The ball must be moved down the field according to standard football rules—

downs and chain markers are required to be used.

- 6) Time limit of 2 hours.
- 7) 2 referees to work games.
- 8) Coaches are encouraged to be on the field (2 maximum).

6th Grade Specifics:

- 1) Scores are kept on board. Once a team is leading by more than 21 points, scores are turned off.
- 2) 15 minute running clock quarters with 3 (1 minute) timeouts/team/half.
 - a) Time stops on change of possession and injury.
- 3) 2 referees to work games (prefer 3 with one being an official referee).
- 4) Referee is to limit amount of time between play calling to a reasonable level.
- 5) No more than 2 coaches are allowed to be on the field.
- 6) No kickoffs—team will start from the 35 yard line.
- 7) Punts—no rushing if you are kicking.
- 9) No more than 6 players on the defensive line.
 - a) Anyone in the tackle box must be in a down position.
 - b) Linebackers must be 3 yards off the ball.
 - c) Exception, goal line or short yardage, you may have a full compliment of down linemen.

The games for both 5th and 6th grade games will be at the same site. Game times are as follows unless agreed upon by both teams.

5th Grade: 1:00 PM

6th Grade: 3:00 PM

The home team will be expected to provide referees for both games.

Coin toss will decide ball possession at the beginning of the game.

Coaches are encouraged to talk and discuss any possible situation prior to the start of the game to avoid any possible confusion.

At the conclusion of each game, the teams will line up and shake hands.

Any disputes, or grievances, will be handled after the game. No grievance will delay or postpone any games.

All home teams will operate concession stands.